

ADAPTING A GAME STATE TO BE COMPATIBLE WITH A NEW VERSION
OF A GAME

ABSTRACT OF THE DISCLOSURE

A facility for adapting states used with a first version of a game for use with a second version of a game is described. The facility compares the first and second versions of the game to identify dependencies on the state of the second version of the game not shared by the first version of the game. The facility automatically generates a rule to modify states used with the first version of the game to satisfy the identified dependency. For each of one or more states used with the first version of the game, the facility applies the generated rule to the state to adapt the state for use with the second version of the game.

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